

## 2019 North Dakota Winter Show Ranch Rodeo Events & Rules

### Trailer Loading

1. All cattle in the arena will be numbered prior to the rodeo. All cattle will be held at one end of the arena with the trailer parked at the opposite end.
2. When the whistle is blown, the team will chase steer across line before roping. Once the steer has crossed the line it can be roped anyplace in the arena. (Even if it returns to starting area) Then steer can be roped and loaded in designated trailer. The door of the trailer cannot be opened till the steer is roped with a legal head catch.
3. Must have a legal head catch. Illegal head catches must be thrown away immediately, if not thrown away immediately team will be disqualified.
4. Time will stop when the tail gate is closed with only the designated steer in the trailer. No team members or horses can be in the trailer for the time to be called. (Rope may be left on the steer)
5. Note: Cattle will be pulled or pushed (By hand only) into the trailer.
  - No excessive abuse to the cattle will be tolerated. Teams will be disqualified if this rule is not followed.

### Team Mugging

1. Any number of members may be mounted for the event. Cattle are held behind a starting line. Time will start when the whistle is blown.
2. When the whistle is blown the team will chase the steer across the line before roping. Once the steer has crossed the line it can be ROPED or BULLDOGGED anyplace in the arena (even if it returns to the starting area) then the steer can be mugged. (Thrown down) If the steer is roped, it must be a legal head catch. Illegal catches must be thrown away immediately, if not thrown away immediately team will be disqualified.
3. Any contestant can rope the designated steer but only 1 rope WILL be used on the steer. Contestants will wrestle the steer down and tie any 3 legs together. Must be a three bone crossed tie.  
Note: No more than 3 legs can be tied. Roper can't trip, bust, or drag the steer.  
Note: If steer is laying when contestant gets to animal, must get the steer up then throw, and then tie 3 legs.
4. Time will stop when the contestant finishes their tie & calls for time. Steer must stay tied for 6 seconds, Judge will start 6 second countdown after all team members clear themselves from steer. Steer must stay tied for 6 seconds or the team will be disqualified. NO team member can touch steer after 6 second countdown has begun. If anyone touches steer before 6 seconds are up, team will be disqualified.
5. If there is an illegal catch, rope must be dropped immediately, steer must be roped again until legal catch is made.

### Range Doctoring or Branding

1. Any number of team members may be mounted. All cattle will be numbered and held behind starting line.
2. Time will start when whistle is blown and team will chase designated steer across across the line before roping. Once the steer has crossed the line it can be roped anyplace in the arena. (even if it returns to the starting area) Legal head catch only, If illegal catch, rope must be dropped and roped again until legal catch is made.  
Note: Contestants can immediately apply mark or brand, if steer is laying FLAT on its side if it is stretched, (Contestants do not have to throw, tail or push down steer to apply mark or brand, But steer must be Flat on its Side from being roped and stretched)

3. Or the steer will then be headed THEN heeled, and laid on either side. A contestant will make a mark between the eyes using a colored marker while the steer is lying FLAT on its side.
  4. Time stops when mark is applied between the eyes
  5. Note: If the mark is applied before the steer is laid FLAT on its side, the team will be disqualified.
- BRANDING**
6. The iron cannot be removed from the pot until the steer has been headed. After steer is headed, THEN MUST be heeled, laid on EITHER SIDE, and the steer must remain laying FLAT on its side when it is branded. Brand will be placed ANY PLACE ON RIBS ONLY! ( Brand placed on Hip, flank, Shoulder, Neck, Head, tail, etc... WILL be DISQUALIFIED). Time stops when branding iron is returned to the branding pot. Ropes do not have to be removed from steer for the flag to drop.
  7. Branding Iron must be ran by foot only, Contestants cannot carry branding iron to or from steer horseback.

### Ranch Bronc Riding

1. "Ride as ride can" for 8 seconds. No rules about how you ride, as long as you stay on for the full 8 sec.
2. Score will be based off difficulty of horse and rider's control, aggressiveness and exposure.
3. Saddle can be a standard "using" or ranching type saddle. No specifications on saddle will be made. Saddle to be provided by rider. No saddle pad or blanket required.
4. Contractor will provide bronc halter. Rider to provide their own rein.
5. Teams - of the 4 person team, one person will be required to ride the bronc. However, should your team NOT have a rider upon entry, your team can draft a rider from a contractor provided list.
6. Ranch bronc event points - if your team has to draft a bronc rider, the team will only receive half of the points earned for this event. If you do not have to draft a rider, your team will receive the full amount of event points as normal.

For example. The team that wins first in bronc riding, gets 10 pts. If you have drafted a rider, you will only receive 5 pts.

### Scoring

If there are 12 teams, have 1st place receive 12 points and so on to 12th place receiving 1 point. If a team gets a no time or DQ they will receive 0 points.

### General Rules

1. Contestants must wear long sleeve shirts, cowboy hats, and boots.
2. No smoking or alcohol in arena.
3. No unsportsmanlike conduct.
4. No roughing or abusing stock. Judges decisions are final.
5. Cattle must be behind line before whistle blows.
6. Cattle must cross line before animal can be roped. Once cattle cross line they can be roped anywhere in the arena. (even if it returns to the starting area)
7. Contestants must not interfere with other team or they will be disqualified, this is under the discretion of the judges on ropes hitting each other.
8. Contestants cannot carry spare rope on saddle.
9. If an event is stopped because of an accident or injury, there will be a 30 second penalty and teams will restart lap and tap.
10. If the contestant is unable to compete due to injury, the team must use existing members only, or compete with three members.
11. When there are two teams competing head to head, teams do not have to sort behind the line, but they cannot rope the steer until it crosses the line. Must not interfere with the other teams

designated steer, if a team member is purposefully interfering with other teams designated steer their team will be disqualified.

12. Any illegal head catch, rope must be thrown away immediately or be DISQUALIFIED.

13. Entry fees must be paid before first event or the team will not be allowed to compete.

14. All Stock will be drawn for and posted before rodeo. (Contestants will Know what stock they compete on before Rodeo)

15. Only 2 contestants from each team may cross line and line out after steer. Other team members must remain far enough back not to interfere with opposing teams lead ropers. Only after your own teams lead roper throws and misses and that roper pulls out or pulls up, can another team member move into position rope.

16. When one team catches their animal, all of the OTHER team members can move in, and whole team can chase their animal.

17. If rope rule is in place contestants must throw down their rope before, or as they are dismounting. Failure to throw down rope will result in a 30 second penalty.